
Subject: : CodeBench

Topic: : Codebench: Problems with 0.8 beta

Re: Problems with 0.8 beta

Author: : xeron

Date: : 2009/2/11 19:42:41

URL:

@origin

Hmm... the creeping slowness could be related to the fact that the editor currently refreshes the whole display, even if it just scrolls. The render function can render subsections of the display, though, so once the functionality of the editor stabilises and the bugs are squashed, the optimisation phase will kick in and i'll fix that.

I was going to suggest that the use of RPTAG_APenColor would cause the slowness on 8bit screens, but then i remembered it falls back to pens anyway 😊

Edit: Oh, and i've already fixed the scrolling oddness.